

Cleric Subclass: Psychopomp domain



Psychopomp Domain

Nyxad Undertakers are the Funerary Priestesses of the Nyxad Race. Despite their symbolic martial training, embodying the concept of the Nyxad Reaper, a calm, fair, unbiased, serene, peaceful incarnation of Death himself. Embodying the frighteningly calm visage of Thanatos in the flesh, appearing as calm, serene maidens dressed in flowing white funeral garb with a sickle in each hand. a Psychopomp Domain Cleric must be a Nyxad with at least 13 in each of Dexterity, Charisma, and Wisdom and at least 11 Constitution

Domain Spells

You gain domain spells at the cleric levels listed in the Thanatos Domain Spells table. See the Divine Domain class feature for how domain spells work.

Psychopomp Domain Spells

| Cleric Level | Spells |

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| 3rd | Ray of Enfeeblement, Gentle Repose, Faerie Fire, Healing Word |

| 5th | Fear, Vampiric Touch |

| 7th | Blight, Sickening Radiance |

| 9th | Enervation, Hold Monster |

In standard 5e, Clerics with this domain get faerie fire and healing word at 1st level

Reaper's Deathless Candle

At 3rd level; the Cleric learns the Chill Touch and Light cantrips as a gift of Death. These spells do not count against her total Cantrips Known, and are considered to be Cleric Spells for her. additionally, she gains the psychopomp type. Treating her as a psychopomp for effects and prerequisites.

In standard 5e, Clerics with this domain get this at 1st level and gets Healing Word and Faerie Fire at 1st level and Ray of Enfeeblement and Gentle Repose at 3rd level

Undertaker's Sickles:

At 3rd level a Cleric additionally treats sickles as having the Finesse Property and gains the following additional benefits with the Sickle in addition to gaining the Finesse property with them.

- She adds her ability bonus to damage with a sickle in her off hand but only when she is wielding a sickle in each of her hands. She may attack once with each sickle as part of her attack action without consuming her bonus action
- She may perform Somatic Components with a Sickle in Each Hand and treats Sickles as a Spellcasting Focus.
- she deals 1d6 damage instead of 1d4 with her sickles.

- as a bonus action, she may summon her sickles from any location she pleases, even other planes. This bypasses dimensional anchors and the like and works even in fields of antimagic. some could say she has Sickle Space.
- A Target hit by one of her Sickle attacks must make a Dexterity saving throw at a difficulty equal to spellcasting DC to avoid being knocked prone on a successful sickle attack. Regardless of size.
- At 6th level, a Target hit by at least one of the Cleric's sickle attacks may not benefit from any healing effect till the end of the attacking Cleric's next turn.

In Standard 5e, the Undertaker gains this feature at 1st level

Speaker of Death

at 3rd level, the Cleric gains proficiency in the Intimidation and Persuasion skills as well as Carpenters tools (for making coffins). if she already has Proficiency in Intimidation or Persuasion, she may select to gain proficiency in any one skill she doesn't already have proficiency in for each. same with Tool Proficiencies and Carpenters tools..

In standard 5e, they gain this feature at 1level

Channel Divinity: Frightening Serenity

at 3rd level, the Cleric may manifest the frightening calm of Thanatos as an action. Each enemy within a 30 foot radius who can see her must make a Wisdom save against her spell save DC or be frozen in fear for 1 minute, becoming Frightened and Paralyzed for the duration of the fear. At the end of each of its turns, the target can make another Wisdom Saving Throw. On a success, the effect ends on the target. This effect ignores Immunity to the Frightened condition and may also frighten the undead.

In Standard 5e, the Cleric gains this feature at 2nd level

Death's Embrace:

Beginning at 6th level. the Cleric may cast Chill Touch in place of her offhand Undertaker's Sickle Attack During an Attack Action, ignoring disadvantage for being engaged in melee if she does. her chill touch deals full damage to Targets who normally resist necrotic damage, and deals Half Damage to Targets who would normally be Immune to Necrotic Damage.

Sickles of the Harvest

At 6th level, the Cleric may elect to deal radiant, slashing, or necrotic damage with her undertaker's sickles. changing the damage type of her divine strikes on the fly to match her sickles if she has divine

strikes. she may use divine strikes once with each sickle. sickles she wields also count as magic weapons for the purpose of bypassing resistance or immunity to nonmagical attacks.

divine strikes (in standard 5e)

at 8th level (in standard 5e), an undertaker gains divine strikes. when attacking with her sickles, she deals an extra 1d8 of the damage type chosen with sickles of harvest with each sickle. at level 14. this increases to 2d8 extra damage with each sickle

Kiss of Death

At 17th level, when an enemy drops to 0 or fewer hit points within 60 feet of the cleric, she may snuff their soul from existence for fuel as a reaction; when she does so; the snuffed target automatically fails all remaining death saving throws and dies instantly as she snuffs their body, mind, and soul to dust from existence as fuel. this denies the slain target a chance to be Raised, Resurrected, Brought back as an Undead or to transfer their soul to a new body as you denied them even an afterlife with the exception of Direct Divine Intervention by a God of Death to restore the snuffed soul; the Cleric gains a number of temporary hit points equal to her cleric level plus her her wisdom score for until she finishes her next Short or Long Rest. A Swarm of smaller creatures is treated as one creature for this purpose. For example, a bag of rats is considered a Rat Swarm.